IronWatch

Issue 25

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ABYSSAL TIDINGS

A Message from the Editor

Welcome back to another thrilling issue of the IRONWATCH fan magazine! This month, the Dungeon Saga Kickstarter has just finished wrapping up, ending out with a little over 1 million USD! With it, everything from Abyssals to Undead Trolls to Dragons has been funded!

I personally can't wait to see your painted Dungeon Saga and Mars Attacks miniatures being submitted to the IRONWATCH, as well as custom scenarios and rules, and even custom fluff and stories. We support and enjoy seeing all aspects of Mantic games, so please be sure to hit us with everything you've got.

For those of you looking for a bit more offerings from Warpath, Deadzone, and Dreadball, remember that the IRONWATCH is created from your content! Send us your scifi stories and fluff, and that way we can make sure our sections for everything Mantic and scifi remains robust!

Tanks for reading, and Welcome to the Watch!
-Austin

Cover art by Boris Samec
Title art by Mark Smith

Please note that, while we here at **Ironwatch** *attempt to deliver you the best products and ideas we can, we cannot guarantee the balance of any scenarios or special rules presented herein. If you find any errors, grammar mistakes, or rule imbalances, please contact us on the Mantic Forums (Look for the discussion labeled "Ironwatch Issue X Feedback") and let us know what we could do to improve your fan-produced magazine. If you are interested in writing, illustrating, or editing for our magazine, please let us know on the feedback discussion as well so you can get in on the action!*

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The Iron Forge

Welcome back to the Iron Forge!

This month we have some fantastic pieces of art for you to enjoy:

- An intimidating Deadzone Mercenary Nastanza, painted by Christian Schlumpberger
- A cunning Dreadball Veer-myn from Geoff Burbidge
- A set of colourful Dreadball team members and coaches, by Vincent Pascaud

Keep tuned in next month for more fantastic paintjobs!

Dreadball Starkiron Tony, by Darren Lysenko

Undead Ghouls, by Matt Gilbert

Christopher Schlumpberger

Nastanza watching over Compound 19.

When I tried to find a color scheme for Nastanza I pretty soon decided that I would not go for a camouflage design and instead use bright colors and lots of small glow effects. I know she is a hunter from the shadows, but being a member of a highly advanced race I imagine that she won't have much use for camouflage colors and would instead use a thermo optic cloaking field.

Dark blue and bright yellow usually go together really well and the yellow areas also allowed me to use my beloved casandora yellow wash once again.

As you can see I took the pics on my new terrain pieces which I'm currently painting for the next issue of Tabletop Insider. I really like the damage and rust effects as they make a great contrast to the bright and clean surface of the habitat modules.

Christopher Schlumpberger

Geoff Burbidge

VINCENT PASCAUD

These are the finishing touch to our current Dreadball teams : Coaches.

The official Forge Father coach (with a Santa vibe to it), a very mystique Judwan, and a pair of Zees working so well in synergy that they act as one.

With those done, we have 10 full teams. Only the Asterians and Nameless remain...

VINCENT PASCAUD

Mantic Calendar

An epic Kings of War battle, by Nick Williams

If you have Mantic-related events or tournaments you'd like to add, please PM Matt Gilbert or Austin Peasley on the forums or email us.

Please note that this list is not exhaustive and indicates where Mantic games are being enjoyed, not necessarily where Mantic will be making an official appearance (Save for the Mantic HQ, of course!).

September

7 Partizan
Kelham Hall
Nr Newark, UK

13 **Kings of War Tournament**
Quimera Miniatures
Madrid, Spain

20-21 Fayre Times Festival II
The Royal Gunpowder Mills
Waltham Abbey
Essex, UK

Mantic Calendar

20 [Dragondaze]
Newport Centre
1 Kingsway
Newport
Gwent NP20 1UH, UK

27 [Conquest]
Hove Town Hall
North Road, Hove, BN3 4AH

October

03 [Legendary Game Faire II]
The Quality Inn and Conference Center
383 East Leffel Lane, Springfield Ohio
45505, USA.

04-05 [Derby World Wargames 2014]
Castle Donington International
Exhibition Centre
Castle Donington
Derby DE74 2RP, UK

11-12 **Clash of Kings Final 2014**
Mantic HQ
193 Hempshill Lane
Nottingham, UK

11 [Bristol Megalofunotron 2 (Dreadball)]
The Old Duke
45 King Street
Bristol BS1 4ER , UK

26 **Boston Wargames Club Open Day**
Boston Conservative Club
Main Ridge West, Boston, United
Kingdom

26 **Fiasco**
Royal Armouries Museum
Leeds, UK.

Ogre Crossbows Shooters, by "Azazelx"

The Bleichbands Warriors

The Silent Horrors of Seelhain

By Martin Geibner

Hundreds of years ago Seelhain was a prospering settlement on the fringes of Targar, neighbor to the derelict Dwarf Hold of Drengir. As part of the Hegemony of Basilea the people of Seelhein life a live as devotee servants of the gods, but all good will came to an end.

After some years of peace strange things happen, animals fell dead without any singe of illness or injuries, people disappeared in the woods and those who came back had changed quite a bit. Before long, the Priest of the Town send for help, and Basilea answered.

King Haggard Sleer

A Troop of Paladins, lead by a sinister looking War-Wizard, appear to root out what Basilea supposed to be the work of Witchcraft. The inquisitorial work began and soon the found the

The Grave Wardens

Moor's Shieldwall

Deathwatch Knights

source of the darkness that held Seelhain in its clutches.

Deep in the woods they found an old barrow, the grave of a forgotten king from ancient times. There they found all the missing people, turned to the worst nightmares anyone can imagine - the plague of the Undead had come to this part of the world ...

All of my armies have a strong background theme behind them and the silent Horrors of Seelhain are no exception to this. They are the bitter enemies of my Dwarves and a plague to all the settlements in this part of the world.

I started this army some years ago and build it up slowly, as each unit should be as good looking as possible (to paint two armies at once was also a time consuming factor ...). Now it's of a quite decent size and (besides my Dwarves) my true love in Kings of War. The Undead are quite flexible in terms of army building and gaming, which is due to the number of high-effectiveness Units, the cheap but solid core Units and last but not least the magic.

The Dogs of War

All my units are bound to the background, so the Revenant Cavalry are the remnants of the fallen Paladin Knights, while the Lich King is no one less than the War-Mage who dare to kill the Evil of Seelhain, King Haggard.

Following this my big horde of Zombies represents the people of the town, while the Werewolves are the personal bodyguard of King Haggard.

The Army consists of:

- **King Haggard Sleer** (Revenant King) - 120 Points
- **Samuel Moor** (Lich King) - 180 Points
- **Sleer's Guards** (Revenant Regiment with Musician and Banner) -135 Points
- **Bleichbands Warriors** (Skeleton Regiment with Giant Rats, Musician and Banner) - 125 Points
- **Moor's Shieldwall** (Skeleton Regiment with Giant Rats, Spears, Musician and Banner) - 140 Points

People of Seelhain

- **People of Seelhain** (Endless Swarm of Zombies) - 200 Points
- **The Grave Wardens** (Troop of Wraiths) - 110 Points
- **The Carrion Eaters** (Ghoul Troop) - 60 Points
- **The Dogs of War** (Werewolves Troop) - 150 Points
- **Deathwatch Knights** (Revenant Cavalry Troop with Musician and Banner) - 110 Points
- **The Nightmare** (Balefire Catapult) - 65 Points

The army will grow larger in time, but for the moment I will dive into Deadzone and venture onto to Warpath. I hope you enjoy these images, and who knows; Maybe we'll see each-other on the field of battle sometime. Keep on Playing!▪

The Nightmare

The Hunters

A Kings of War mini campaign

By Daniel "Darklord" King

Introduction

The Elven prince Tinarius is out hunting one fine day with his entourage and his favourite Sabre-toothed Pussycat. Pickings have been lean, however, and they have wandered further than usual. Suddenly, they are surrounded by vicious goblins, the Prince and his men are captured, and his Pussycat slain. The following campaign covers their captivity, hopeful escape and then a final battle to decide Goblin or Elven superiority.

The Hunters is a mini campaign for *Kings of War*, featuring a conflict between Elves and Goblins. It includes three scenarios that link up the story of the campaign, plus full rules for 2 Living Legends, the Elven Prince Tinarius, and the Goblin Hugegit Geroffmastuff, as well as an Elven Marksman, and the mighty Mawmonster! There are also new artefacts for use by any army.

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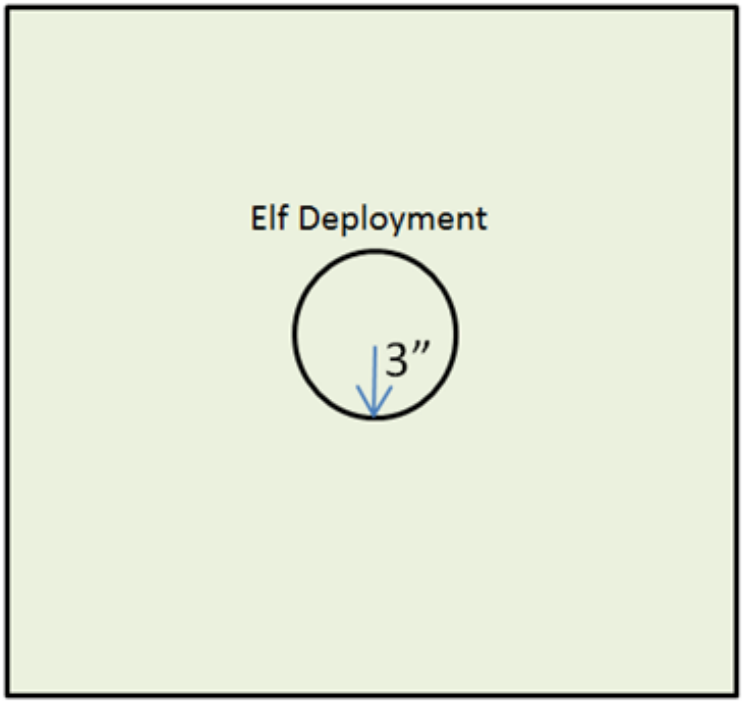


Deployment for Scenario 1

Scenario 1

Into the Pit!

"Foolish Elves!" yelled the enormous Goblin, "You entered Mookmahuuk tribe lands; Now I, Hugegit Geroffmastuff, the leader here, say you will fight!"

The noble elf prince Tinarius raised his head, "I do not fear you, Pussycat killer…"

"Hah, it was a pitiful animal," sneered Hugegit Geroffmastuff, "Time for you to face my pets!"

Prince Tinarius and his Elven hunting party have been captured by the Mookmahuuk Goblin tribe. The Prince and his strongest allies are to be thrown into the fighting pit for the amusement of the Goblins.

1) Prepare Your Forces

This scenario represents a Pit Fight.
The Goblin player starts with 3 Trolls.

Gargoyle, by Boris Samec

The Elf player has an Elven Marksman, an Elven Mage-Queen and Prince Tinarius.

2) Choose a Gaming Area
Play on a 2' x 2' area.

3) Place the Terrain
This small area represents a mostly level fighting pit, using only small pieces of terrain like rocks, and other area terrain. If you have a large palisade this would look spectacular around the edges. Feel free to place goblins crowding around the edge as well: These won't fight but will cheer and boo during the combat. Try not to use too much terrain in the pit that would block line of sight, as the goblin crowds want to see the action!

4) Duration
The game lasts for 14 turns.

5) Victory
The Goblins win if at the end of any turn all the Elves have been routed, or if by the end of the battle Prince Tinarius has been routed. The Elves win if Prince Tinarius is not routed by the end of the battle.

6) Set-up
The Elf Player must place all of his models anywhere within 3" of the centre of the board. The Goblin player then sets up his Trolls adjacent to any table edges.

7) Who Goes First
The Elves have been placed in the pit in advance to await their doom. The Elf player goes first.

Special Rules

Boo, hiss!
The Goblin spectators are pretty fractious and will hurl rocks and other assorted missiles at random into the pit, they are as likely to hit the Trolls as the Elves! Roll a die at the start of each players turn,

1 An unpleasant Goblin threw something slippery and nasty at one of your models (use a die to randomise). The model slips over it and has it speed reduced to 2 for

this turn and counts as moving for shooting purposes.

2-3 A rock is hurled at one of your models (use a die to randomise). The model takes a hit at Piercing (1).

4-5 Nothing out of the ordinary happens.

6 A Goblin Wiz gets over excited and fires a weird artefact at one your models. (use a die to randomise) Once the model is determined roll a further d6, on a 1-3 the Model is hit with Zap 3, on a 4-6 the model is instead hit with a Heal 3.

Send in More Trolls!

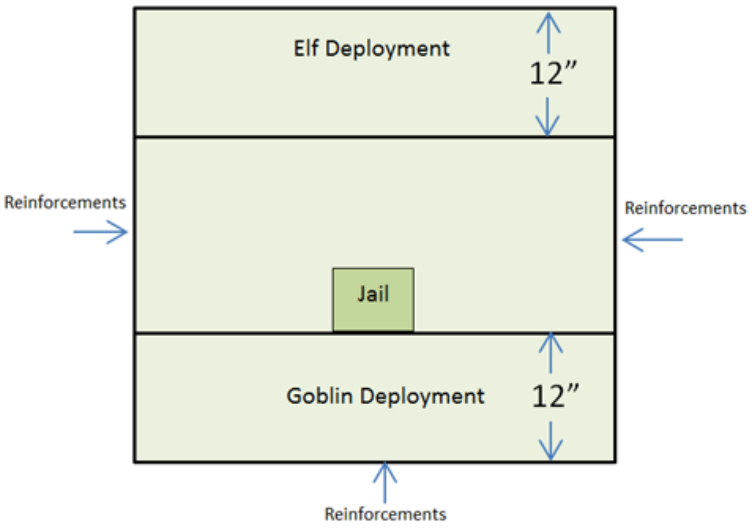
The Goblins have lured many Trolls into fighting for them with various offerings of food; Turns out Elves are considered delicious and more Trolls will eagerly enter the fight ready to get themselves a nutritious snack.

To represent this, if a Troll is removed from the game, the model can be used again, moving on from any table edge during any of the Goblin players turns.

Battle Results

Make a note of which of the Elf heroes survive (if any).

If Prince Tinarius remained on the battlefield to the bitter end, (until Turn 14), the Prince becomes a more confident leader. He gains the Very Inspiring rule (see Kings of War page 97) for the rest of the campaign (make sure you note this down on your force list). Otherwise Prince Tinarius has been beaten unconscious and wounded severely by the Trolls and will be unconscious in Scenario 2.



Scenario 2 Deployment

Scenario 2

Jail Break

The Elf Patrol had located their Prince but now the trick was to spring them from under the goblin’s noses. “Let’s go in fast and hard,” said the patrol leader, “Maybe we can get the hell out of here before the Goblin scum notice”.

An Elf Patrol has been sent out to find the missing Prince and his hunting party. They have discovered where the Prince Tinarius and the rest of his men are being held, and are about to free them. The Mookmahuuk Goblin’s are cunning though; It won’t be long before they come after the Elves!

1) Prepare Your Forces

You and your opponent pick armies using the process described in ‘Picking a Force’ on page 42 of the Kings of War rulebook. This scenario represents a Jail Break by an Elf Patrol, so we suggest you agree to a base of around 800 pts a side.

The Goblin player will also gain a bonus 200 points worth of reinforcements + Hugegit Geroffmastuff.

The Elf player will may also gain Prince Tinarius and any other surviving heroes from Scenario 1 if they are rescued from the jail.

2) Choose a Gaming Area
Play on a 4' x 4' area.

3) Place the Terrain
Place a building as shown on the map opposite, this represents the jail Prince Tinarius and his allies have been placed within. You could also have several other buildings to represent part of the Mookmahuuk Goblin tribe's village.

4) Duration
The game lasts for 12 turns. At the end of turn 12, the player rolls a die. On a 1-3 the game ends. On a 4-6 both players play an extra turn and then the game ends

5) Victory
The Elves must rescue Prince Tinarius. If he is conscious they win if he is free of the jail and either on the battlefield or withdrawn from the battle. If he is unconscious then he must be carried by an Elf unit or withdrawn off the Elf table edge. The Goblins win if at the end of the game Prince Tinarius is still in jail, has been recaptured by a Goblin unit, or has withdrawn off the Goblin table edge. Otherwise the game is a draw.

6) Set-up
First the Goblin player may place one unit anywhere in his deployment zone, and then the Elf Player must place all of his units in his deployment zone. The remainder of the Goblin units will join the battle as reinforcements in later turns.

7) Who Goes First
Both players roll a die as normal. The highest scorer chooses who takes the first turn.

Special Rules

Goblin Reinforcements
As the battle progresses more Goblins will arrive raring to fight the Elves!

At the start of the Goblin players 2nd turn roll a die for each unit that has been set aside as reinforcements. On a 6 they may move onto the battlefield from any table edge with the exception of the Elves table edge.

In each subsequent Goblin turn roll again for each unit that hasn't yet joined the battle. The chance they will arrive increases by 1 for each Goblin turn. I.e. on the Goblins 3rd turn each unit may arrive on a 5+, on the 4th Goblin turn each unit may arrive on a 4+, etc.

Note units may not charge on the turn they arrive and will count as moving.

Kingdoms of Men Standard Bearer, by "imm0rtal reaper"

Elven Drakon Riders, by Matt Gilbert

Prisoners

Prince Tinarius and any other surviving characters from Scenario 1 are within the designated building. At the start of any Elf turn where an Elf unit is in contact with the Jail they are released and may act normally. If Prince Tinarius is unconscious, then the unit that freed him has instead carried out his unconscious body (Use a token to represent the unit has him: The unconscious Elf model is ideal for this). Note that only Elf units can free the prisoners; The Goblins will be initially be more concerned with the multitude of elf units heading in their direction until Hugegit Geroffmastuff orders otherwise!

Prince Tinarius

If Prince Tinarius is routed during the game, instead replace him with an unconscious token (The unconscious Elf model is ideal for this).

Unconscious Prince

Any unit carrying him may move normally but cannot fight in melee or use ranged attacks. At the beginning of your turn Prince Tinarius may be passed to another of your units within 2" of the unit carrying him. If a unit is routed in melee while carrying him, then one of the enemy units in combat with him may capture him. If a unit carrying him is routed when not in melee then Prince Tinarius is dropped on the battlefield.

Withdrawing

To withdraw while conscious, Prince Tinarius can simply move off the Elves table edge. If unconscious then he may be carried off the battlefield. The unit carrying him may move off the table edge and has then escaped with him. Goblin units may only withdraw on their own table edge and likewise the Elves may only

withdraw on their table edge.

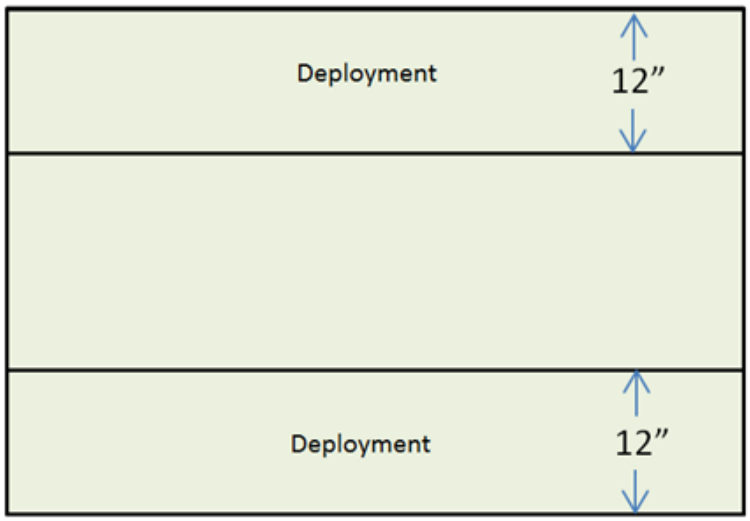
Battle Results
If the Elves win Prince Tinarius is reunited with his father King Marlondi they will both be present during Scenario 3.

If the Goblins win they are jubilant at getting one over on the pointy eared Elves and will be much braver during Scenario 3. All goblin units lose the Utterly Spineless rule for the rest of the campaign. If Hugegit Geroffmastuff was not routed he will also appear in Scenario 3; Otherwise he will sit out the next battle and lead from afar.

Scenario 3

Final Fight!
"Today is the day!" shouted King Marlondi "The day we restore our honor! We will make those Goblins pay!"

In the distance Hugegit Geroffmastuff spoke to his troops. "Get em all good, nick anything worthwhile, and you Trolls don't eat em all. I want some of those pointy ears: They'll make good slaves!"



Scenario 3 Deployment

Prince Tinarius has been saved or recaptured, but both sides are now spoiling for a fight! King Marlondi orders the Elves to battle to restore their honor and punish the upstart Goblins. The Goblins mainly just want to beat the elves up and steal their stuff, but Hugegit Geroffmastuff has dreams of forming an Empire; Perhaps this is where it starts? Elves and Goblins come together to decide once and for all who holds the upper hand!

1) Prepare Your Forces
You and your opponent pick armies using the process described in 'Picking a Force' on page 42 of the Kings of War rulebook. This scenario represents a Kill! Scenario, as per page 46 of the Kings of War rulebook. We suggest you make this battle at least 1200 points each but feel free to make it as large as you can to make a fitting end to the campaign.

If Hugegit Geroffmastuff was not routed in the previously battle then he may be taken for free by the Goblin player along with his Mawmonster; Otherwise wounded but still living, Hugegit Geroffmastuff will still send his Mawmonster to battle and oversee the battle from afar (It's safer that way!). Don't forget if the Goblin player won the 2nd Scenario Goblin units will not suffer from Utterly Spineless.

If he was rescued the Elves may take Prince Tinarius, and regardless of Tinarius's rescue they may also take an Elven King (representing King Marlondi) for free. Don't forget if the Elves won the 1st Scenario Prince Tinarius will have the Very Inspiring rule (see Kings of War page 97).

2) Choose a Gaming Area
Play on a 6' x 4' area, or larger if desired.

Orc Flagger, by Darren Lysenko

3) Place the Terrain

Place terrain following the guidelines on page 46 of the Kings of War rulebook.

4) Duration

The game lasts for 12 turns. At the end of turn 12, the player rolls a die. On a 1-3 the game ends. On a 4-6 both players play an extra turn and then the game ends

5) Victory

This battle counts as a Kill scenario (see page 47 of the Kings of War rulebook).

6) Set-up

Both armies are deployed using the rules for the game scenario on pages 46-47 of the Kings of War rulebook.

7) Who Goes First

Both players roll a die as normal. The highest scorer chooses who takes the first turn.

Special Rules

For Honor!

The Elves are fighting for honor and will be more likely to fight on than usual.

For this battle all elf units gain the Headstrong special rule.

Potion of Gunk

After a stern lecture from Hugegit Geroffmastuff the Goblin Wiz's have pulled out all the stops and they mixed up a cook pot of extra strong frog's brain and rat eye potion.

This potion can be drunk by up to three units of your choice, they gain an additional Crushing Strength (1), +1 Speed and +2 Nerve. However, roll a dice for the unit at the start of every Goblin turn: If a 1 is rolled then the unit takes 1d3 damage (No need to test for routing).

Battle & Overall Campaign Results

If the Elves win, King Marlondi has proven Elven superiority and let the remainder of the goblins flee.

Petty rabble they will show Elves respect in future!

Prince Tinarius, if he was recaptured, has been saved. Many great tales will be told of Elven bravery and might.

If the Goblins win then Hugegit Geroffmastuff is overjoyed and enslaves the remaining Elves,; They will tend to his every whim.

"*The empire building has begun*".

The rest of the Goblins gain a great deal of loot, and are also quite happy. Any Trolls get to eat some tasty Elves, and this pleases them as well!

Elven Bowmen, by "WeedyElf"

New Units

Elf Units

Prince Tinarius [1] **Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	3+	-	5+	4	12/14	80

Special: Crushing Strength (1), Individual, Inspiring

Elven Marksman **Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	7	4+	2+	4+	5	11/13	90

Special: Bow, Piercing (1), Individual, Stealthy, Vanguard

Goblin Units

Hugegit Geroffmastuff [1] **Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	5+	4+	5	11/13	90

Special: Crushing Strength (1), Bow, Piercing (1), Inspiring

Mawmonster **Monster**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	7	3+	-	4+	2D6*	14/16	90

Special: Crushing Strength (3), Nimble
Note that Mawmonster is not Utterly Spineless, as that would require too much intelligence on it's part.
* Roll for the number of Attacks every time you resolve a melee

New Artefacts

Runic Arrows **Cost 50 points**

This artefact can only be used by Heroes. Every time the Hero uses a ranged attack, all of its attacks have the Blast (D3) rule on top of any other special rule. This artefact only works on 'normal' ranged attacks.

Wizbanger Wand **Cost 10 points**

This artefact can only be used by units with the Zap! special rule. All Zap attacks used by this unit gain an additional Piercing (1). However roll a die every time the unit uses Zap, on a 1 the Wizbanger explodes causing 1d3 damage to the unit (no need to test for routing), and cannot be used for the remainder of the battle. ▪

Abyssal Dwarf Halfbreed, by Boris Samec

The Invasion of the Forgelock

By Guido Quaranta

Ancient stories told all over Mantica are usually not as precise as our modern history. What was a great victory to one race is recalled as a humbling defeat in another one's logs. But even then, the gory and grandiose details of the whole event are mostly untouched, as are the names of the epic heroes and famous units taking part, because that's what legends are made of: Great deeds by great individuals, and unexpected events in unthinkable circumstances. This is one such story, and you and your friends are the ones to recall it proper; At least, till someone else retells it.

The Scenarios

The campaign tells the story of a combined orc and goblin army invading the dwarven halls of Forgelock, on the eastern slopes of Caeryn Golloch. It is comprised of three interlocked scenarios, each one carrying effects onto the next. There are also special units and characters to depict the epic events of the invasion. Finally, each scenario has a few special rules to determine the victors, making each battle completely different from a narrative and tactical point.

Point costs and painting your models

As you will see, the battles grow in number of points and models from the first to the last. This is great if you are just assembling your models, collecting your armies, or need a little push to get some paint on all that plastic you own. Get your models ready for the first game, and paint a couple more units after that before the next battle, having them ready for next weekend or game night. Or you can simply start a new army and go from there, growing your force as the battles go by.

1. Stemwood Vale Ambush

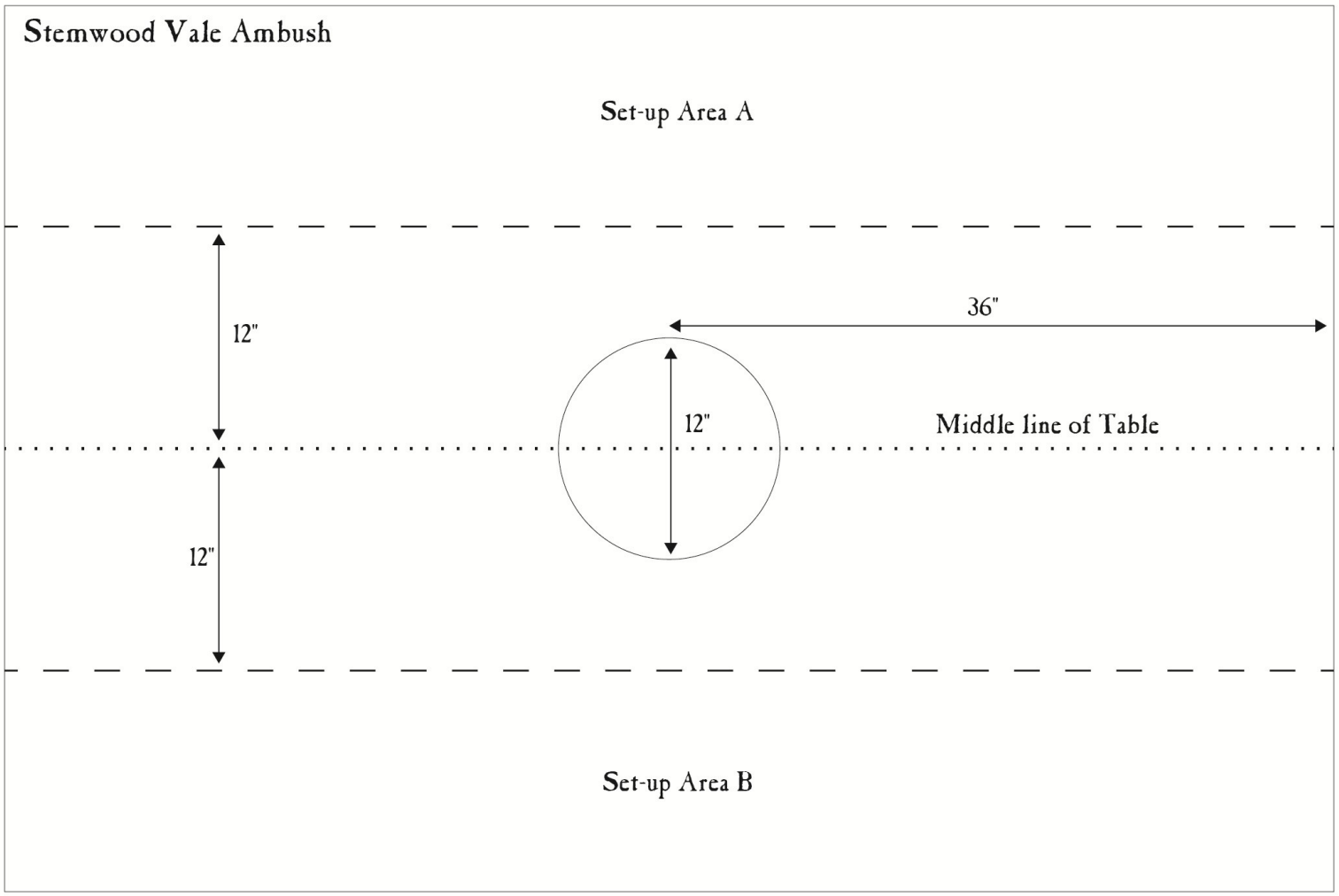
Patrols on Stemwood Vale were common, but mostly unneeded. These green lands just north-east of the Croguedd Pass were used mostly for surface level crops and wood recollection by the dwarf families in charge of the task. Some people say the only reason this secluded piece

of green slopes and thick woods were patrolled at all was its immense beauty; A breath of fresh air looking towards the untamed east, but safely surrounded by the mighty Abercarr mountaintops and the eastern lake. Not that any proud dwarf soldier would need such a thing, or at least admit to it.

There was a time however when such a cautionary measure was indeed worth the entire dwarf detachment's weight in gold (and that's a lot of gold), for a big party of lowly goblins waited in ambush in the darkness of the green roofed forests around the vale. It would seem a random event if not for the size of the greenskin forces, and the fact that the vale was one of the few places protecting an access path to one of the biggest and most secret of underground dwarf roads connecting the Ruins of Difetth with the Southern Watchline. Being a secluded and quite inaccessible place, security on this access was light to say the least, and the goblins knew this as well. The goblin horde lay in wait for the next patrol, usually small in numbers and relaxed in spirit. For the horde was numerous, and they'd need a day or two to sneak into the dwarf secret path in full without being caught.

History tells about the ambush, and also tells the story of Gottri Ulthersson. A brave dwarf and expert marksman, his men were some of the most valued Sentinels on the rune protected palisades and parapets of the Southern Watchline. Their rifles shot far and true, and no threat from Ophidia could reach their walls. Ulthersson was coming back to the halls under the mountain he called home when some say his path led him straight into the Stemwood Vale, where his shots met goblin flesh and helped even the tide of battle. Others say he missed the ambush completely and arrived at besieged doors, but that's a different story.

Dwarven Shieldbreaker, by "dusty"



Stemwood Vale Ambush Deployment

Prepare your forces

The dwarf player has 600 points to spend while the goblin player has 750 points. This shows the effect of a well-prepared ambush (for goblin standards anyway) and the unawareness of the dwarfs at the start of the fight.

If you wish to play the scenario with other armies, make sure you fight with a Good or Neutral force (as the dwarfs) against an Evil or Neutral force (for the goblin's side). This will ensure the connected scenarios can be played in a legal manner according to the Kings of War army creation rules.

Place the terrain

A few hills and a couple of forests are perfect for this battle. Of course, it's up to you and your opponent, and the available scenery. However it's important to mark a 12" circle in the middle of the battlefield, representing the access point into the dwarf underground road. You can mark a proper circle or simply the center point. You can also put some kind of scenery there to show the access point, like forgotten items, a camp, a well, or other items you'd find in a "rest" area of sorts. Just make sure it's not difficult or blocking terrain, because the armies will be fighting for that area fiercely!

Deployment

Both armies deploy 12" or more from the middle line of the battlefield. Both players roll a die and the winner decides who deploys the first unit, then his opponent does the same, and so on. After deployment both players roll again. The winner decides who goes first.

Duration

The game lasts twelve turns (each player taking six turns). At the end of turn 12, a player rolls a die. On a 1-3 the game ends. On a 4-6 both players play an extra turn and then the game ends.

Victory!

So, when the game ends, who is going to be the winner? To determine that, add the victory points as described below.

Kill points

At the end of the game, add up the cost of all enemy units you Routed. Your opponent does the same and you both add any control points to this total.

Control points

As the dwarfs defend the underground passage access and the goblins try to sneak in, a fierce battle for the middle area will be fought. At the end of the game, add up 75 points for every one of your units still in the game with any figure

Dwarven Heroes, by Jonathan Faulkes

inside the central circular area. The opponent does the same, effectively canceling some of those points with his own units. You could imagine dwarfs fending off hordes of small greenskins, standing their ground. Add those points to your kill points total.

If the difference between the scores in favor of a player is at least 150 points, that player wins, otherwise the game is a draw.

Special rules

There is a chance the dwarf player (Good/ Neutral player, if using other armies) will get unexpected allies. Starting with turn 5, on his/ her own turn, the dwarf player rolls a die at the start of the turn. On a 4+ he/she can place Gottri Ulthersson's Sentinels on the table. The unit is placed with the rear side flush to any short edge of the table (no other requirements needed) and can activate normally in that turn. If the player rolls a 1-3 he can try again next turn, and so on.

Gottri Ulthersson's Sentinels

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	4	4+	4+	4+	10	11/13	NA

Special Rules: Headstrong (like all dwarf units), Rifles (24"), Piercing (2), Reload!, Elite

Connecting scenarios

If you're going to play the campaign, the result of this battle matters.

-If Gottri Ulthersson's Sentinels do not arrive before the battle is over, they missed the ambush and arrived at the besieged doors of

Dwarven Ironclad, by Marcel Popik

Belahk Golloch like some historians say. The dwarf player gets the unit for free on the next scenario.

-If the dwarfs win, the goblin messengers take the news to their orc masters that the tunneling force is not going to be big enough, making them bolster their assault. The goblin player gets an extra 100 points to make the army on the next scenario.

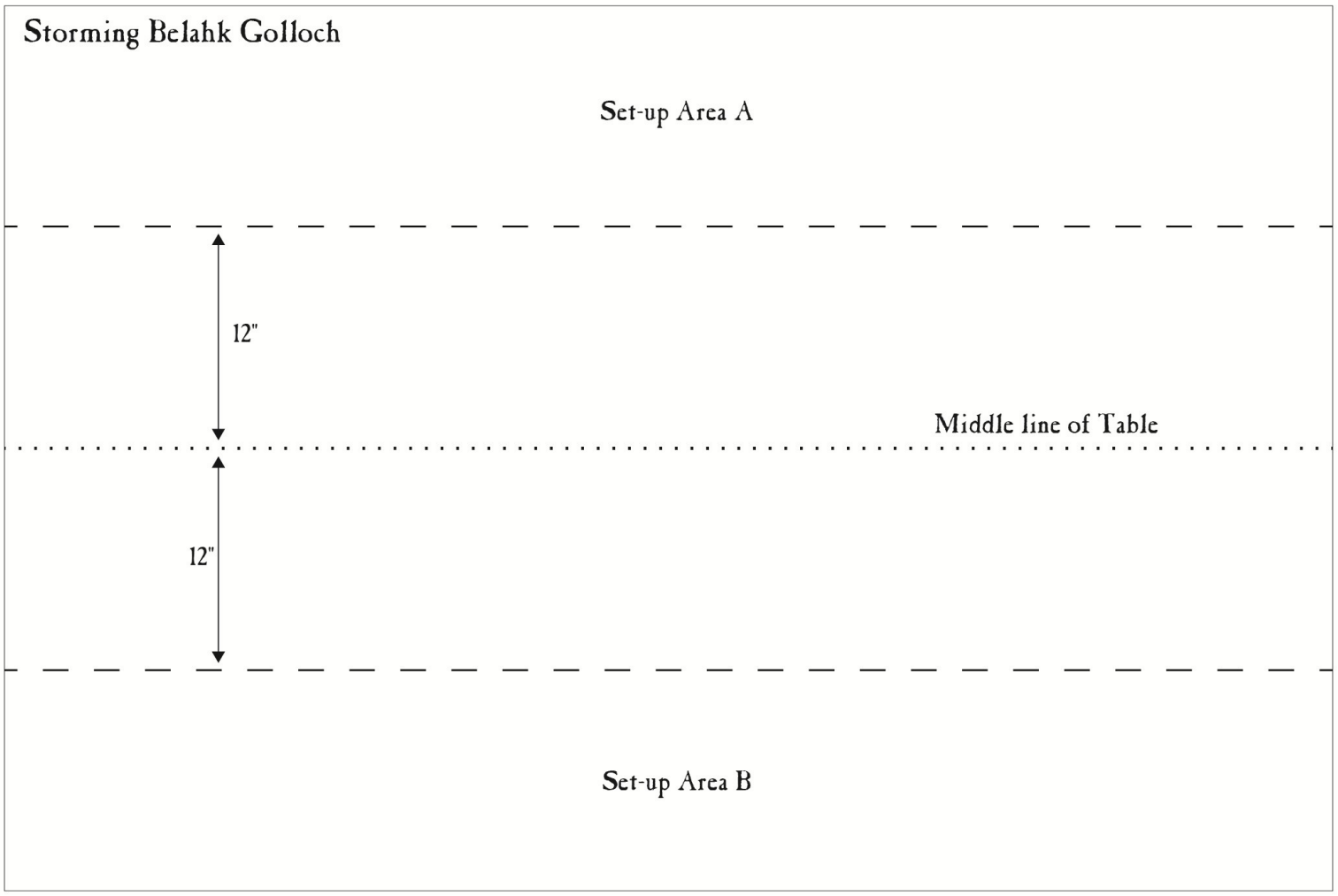
-If the goblins win, word of greenskins infesting the dwarf tunnels spread, speeding the call for militia to defend the halls. The dwarf player has an extra 100 points to make the army on the next scenario.

-If there's a tie, no effects are carried onto the next engagement (except for Gottri Ulthersson's Sentinels).

2. Storming Belahk Golloch

As soon as the goblin horns were heard from Stemwood Vale, Gormalak knew it was time for the first wave. He stood proud mounted on his white haired gore, a rarity amongst the vicious beasts. The goblin tribes doing the dirty work were easy to subjugate, he remembered. The orc tribes now marching down Belahk Golloch, not so much. It took him years to gather influence and power inside his own tribe, by claw and blade. And a few more to take over the two biggest, meanest tribes on the Ogre Lands near the Frozen Sea. He was a tough one, but needed to be the toughest if he ever dreamed of following the example of the great Gakamak, the abyssal dwarf slayer. Now the Eastern Gate, passageway to the Belahk Halls of Forgelock were in his sight.

Yes, he was here, at the gates of the Golloch Empire. Thousands of orcs under his command, and even more goblins, orclings, hobgoblins, and all sort of inferior brethren united by all kinds of grudges and promises, ready to knock on the ancient dwarven gates with pointy sticks and poisonous fangs. He watched the green tide crash against the gates, and waited patiently for his next move.



Storming Belahk Golloch Deployment

Dwarven Army, by Michael DeFranco

Prepare your forces

Both the dwarf and orc players have 1250 points to spend on their armies.

Remember the loser from Stemwood Vale Ambush gets an extra 100 points to make the army. Also, if Gottri Ulthersson's Sentinels did not arrive in the last battle, they are available for free to the dwarf player this game.

Place the terrain

The battle takes place outside Belahk Golloch, the Great Eastern Gate. As grandiose and majestic a gate capable of letting a dwarf army on the march go through unhindered, it's still dwarf-made, and that means hidden and secure. The area around the gate should be comprised of small ruins, rough rocky terrain, and the odd brush of weed. The players should use a few blocking terrain pieces as well as difficult area terrain in the form of rocky outcrops or ruins. A hill or two would not be out of place. As usual, adapt it to the available terrain in your collection.

Deployment

Both armies deploy 12" or more from the middle line of the battlefield. Both players roll a die and the winner decides who deploys the first unit, then his opponent does the same, and so on. However, the dwarf player can only deploy 2 units this way. The rest will arrive as reinforcements during the battle (see Special rules).

After deployment both players roll again. The winner decides who goes first.

Duration

The game lasts twelve turns (each player taking six turns). At the end of turn 12, a player rolls a die. On a 1-3 the game ends. On a 4-6 both players play an extra turn and then the game ends.

Victory!

So, when the game ends, who is going to be the winner? To determine that, add the victory points as described below.

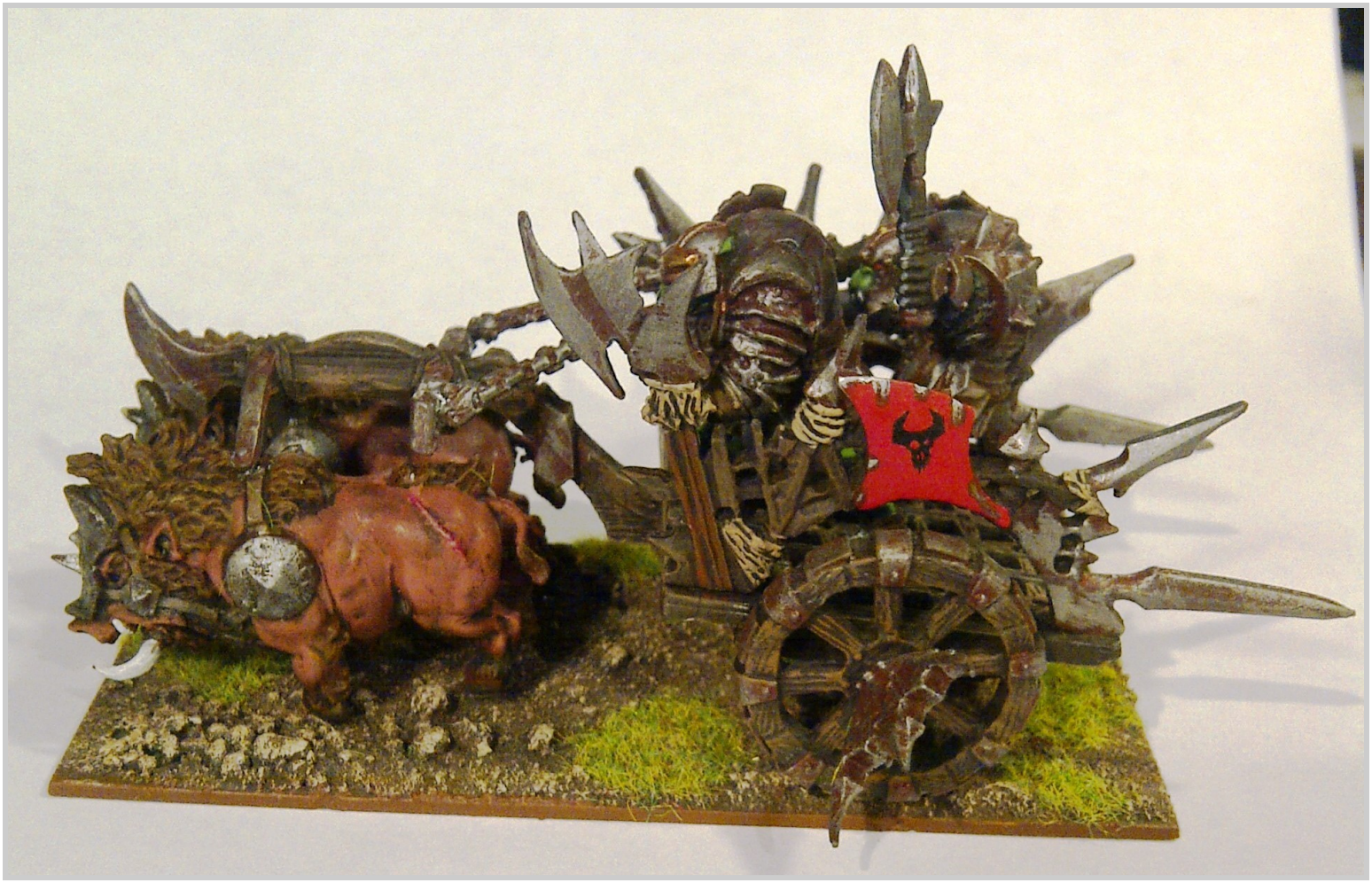
Kill points

At the end of the game, add up the cost of all enemy units you Routed. Your opponent does the same. The orc player also adds any control points he scored to this total.

Control points

The orcs are pushing for the gates!! Any orc unit with at least one model inside the dwarfs' deployment zone at the end of the game scores an extra 75 points to be added to their kill points.

If the difference between the scores in favor of a player is at least 20% of the total cost of the armies (250 if playing a 1250 points game), that player wins, otherwise the game is a draw.



Orc Chariot, by Paul M.

Special rules

The dwarfs are amassing militia and reinforcements as the siege happens, hence only a small detachment begins the game deployed. Other units will storm out the gates to stand firm, and yet others will show up from other guard posts around the entrance.

Starting with turn 3, at the beginning of his/her own turn, the dwarf player can deploy up to three other units in his/her army in the dwarf deployment zone, more than 6" from any enemy unit. Or, if he/she decides, the player can deploy less than 3 units this way and roll for the rest. On a 3+ a unit can be deployed with its back flush to either short side of the table anywhere along the edges of the battlefield. On a roll of 1 or 2 the unit waits and can be deployed on the next dwarf turn. The units deployed this way activate normally this turn.

Hence the dwarfs can have 1, 2, or 3 reinforcements on their deployment zone without rolling, or 1 there but 2 other coming from the sides. However these need to roll. The dwarf player can never have more than three reinforcement units in a single turn show up, but can have less, be it because he/she chose to, missed the rolls, or there are no more units in the army to come into battle.

Connecting scenarios

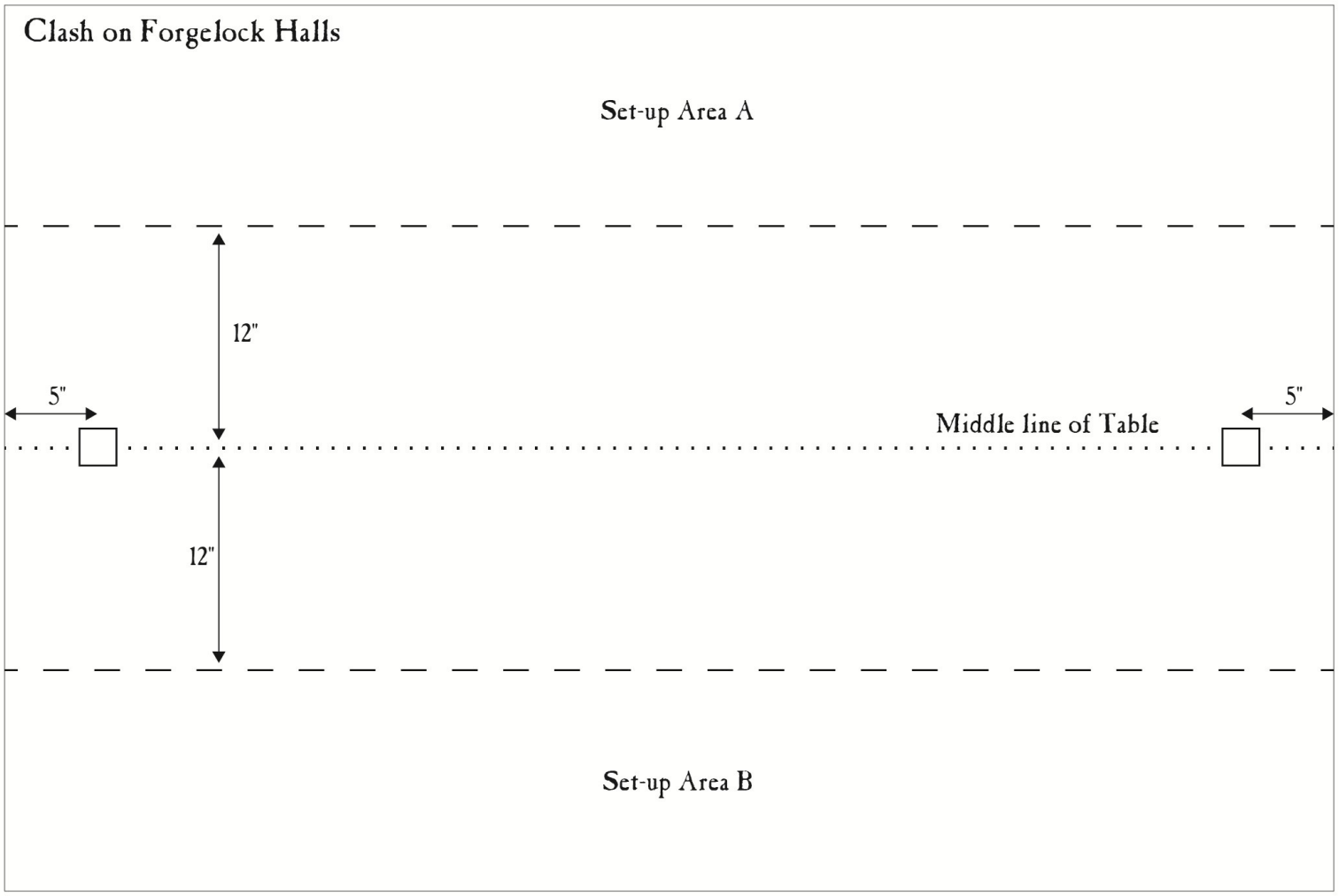
If you're going to play the campaign, the result of this battle matters.

-If the orcs win, the green tide smashed the gates with force and speed. The player can give three of his/her units the Vanguard special rule in the next battle.

-If the dwarfs win, the clearing of the orc and goblin forces that dared breach their Forgelock halls is not only a necessity, but also righteous slaughter. The player can give three of his/her units the Vicious special rule in the next battle.

-If there's a tie, no effects are carried onto the next engagement.

Dwarf King, by Pete Kijek



Clash on Forgelock Halls Deployment

3. Clash on Forgelock Halls

They are here. The torches flickered as the horde slipped past the defenses. Even after the sacrifice of the ambushed patrol, the rushed stand with dwarf backs against their own gates, the greenskin numbers were still frighteningly high as the two forces converged in the forgelit halls. And this was it. If the orcs could not be driven off now they would infest tunnels, chambers, whole cities, like a plague to be reckoned for decades. But if the dwarfs destroyed the horde leaving not a single goblinoid drawing breath, the message would be strong. And their war leader is clearly the target to aim for.

Gormalak stood proud. Proud of his force's push through sacred gates. Proud of his cunning and foresight. But more than anything, proud of the slaughter. Even when 10 of his kind died under a single dead dwarf, he knew it was still a victory. And now under the mountain far from sunlight with the heat of the dwarven forges burning his skin, he knew it was time for history. Even if orckind never really cared much about that.

Prepare your forces

The dwarf player has 2000 points to spend. Remember to give the Vicious special rule to three units if you won the Storming Belahk

Golloch scenario. The dwarf player also gets a Dwarf King (see Dwarfs army list) for free.

The evil player has 2000 points to spend using both the Orcs and Goblins army lists. Follow the army creation rules in p.42 of the Kings of War rulebook. Remember to give the Vanguard special rule to three units if you won the Storming Belahk Golloch scenario. The evil player also gets Gormalak the Slaver for free (see Special rules).

Place the terrain

The goblinoid horde is invading the halls. The battlefield should resemble an immense chamber under the mountain. Most scenery should be blocking terrain, such as columns, high walls, dwarf monuments and such. Don't make it extremely random or chaotic though. Dwarfs like symmetry and breathtaking order, and these halls gather armies in formation before going out to battle either through the underground roads or the great doors of Belahk Golloch.

View from an attacking Orc Army in a Kings of War battle, by "SneakyChris"

Also, place two objective markers 5” from the short sides in the middle of the battlefield as shown in the diagram. Use spare 40mm or 50mm bases for them. They represent the gate controls from the tunnels and the doors and if you’re creative you can model them as levers, big gears, or any other kind of concoction dwarfs could come up with.

Deployment

Both armies deploy 12” or more from the middle line of the battlefield. Both players roll a die and the winner decides who deploys the first unit, then his opponent does the same, and so on. After deployment both players roll again. The winner decides who goes first.

Duration

The game lasts twelve turns (each player taking six turns). At the end of turn 12, a player rolls a die. On a 1-3 the game ends. On a 4-6 both players play an extra turn and then the game ends.

Victory!

So, when the game ends, who is going to be the winner? To determine that, add the victory points as described below.

Kill points

At the end of the game, add up the cost of all enemy units you Routed. Your opponent does the same.

If the difference between the scores in favor of a player is at least 20% of the total cost of the armies not including the free units (400 if playing the 2000 points game), that player wins, otherwise the game is a draw.

Goblin Wiz, by “TSNC”

Special rules

King slayer checks:

If either the Dwarf King or Gormalak the Slaver are routed during the battle, the player whose model was routed off the field immediately checks Nerve with every friendly unit on the table. After all the checks and results are complete the game carries on normally.

Gate mechanisms:

If during any of the evil player’s turns a unit already in contact with one of the objectives is given a Halt! order, that unit has just sprang the mechanism and opened one of the besieged entrances, if only for a short time. The evil player can redeploy any of his/her already routed units in his/her original deployment

Goblin War Trumpet, by Claudia Zuminich

zone and activate them normally this turn, with the exception of Gormalak the Slaver. Once he is gone, his story ends. If the evil player doesn't have any routed units yet, nothing happens.

The dwarf player gets a Dwarf King for free (see Dwarfs army list). The evil player gets Gormalak the Slaver for free.

Gormalak the Slaver Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	8	3+	-	5+	5	13/15	NA

Special Rules: Mounted on Gore, Crushing Strength (2), Individual, Inspiring, Slaver (when a unit with Utterly Spineless within 6" of Gormalak rolls a 1 to Charge! it must reroll the die)

Finishing the campaign

If the game is a draw or a dwarven victory, the invaders have been repelled, but not without huge losses. The dwarfs' pride is hurt even more so, being outwitted by the greenskin horde. A harsh wake up call reminding them their enemies are everywhere and always planning, for their great empire is a rich and desirable prize to most anyone in Mantica. Defenses must be rethought, structures must be repaired, and the morale (and numbers) of the dwarf people must be rebuilt.

If the orcs and goblins win the game, the invasion is a success and a testament to Gormalak's ingenuity… even if he didn't live enough to see it. The horde scatters through tunnels and passageways skirmishing and looting all and everyone they run into. Impossible to rally them now, chaos and destruction invade the eastern halls of Caeryn Golloch and will do so for decades. The lives of the dwarfkin living there completely changed, from peaceful work and protection of their treasures, to never ending fight, hunt, and cleanse of the goblinoid horde, always multiplying faster than they can be destroyed.

Using other forces

The campaign can be played using the armies you own, even if you don't have a big dwarf, orc, and goblin collection. Simply play it as a force invading another one's lands, castle, or even a civil war of some kind. You can easily translate the special units and heroes into something suited to your armies due to Kings of War's simple mechanics. Or you can use them as written as unlikely allies if playing Good and Evil armies of your own.

And of course you can use half of it as written and half of it with your own stuff. Humans invading dwarf halls. Orcs at the edge of elven Walldeep or the Twilight Glades. Make it your own, create your story and play the game mechanics. There's no reason not to try it out!

Orc Krudger, by Darren Lysenko

Orc Axes, by Jonathan Faulkes

Using the scenarios on their own

The scenarios on their own also work fine for pickup games. Want a little variety in your game night? Throw one of these scenarios into the mix. Simply ignore the carry-on effects from the campaign and use the scenario mechanics and the recommended army point costs for a bit of uneven playing ground to spice up your Kings of War experience.▪

Dwarven Ironclad, by "dusty"

the escape, part 2

By Christopher Verspeak

Kilo's Mask

I wake to the sounds of the jungle. The buzzing of insects and screeching of birds is so loud I don't know if I could have slept at all if I hadn't been so full of pain meds and sedatives.

Insects are everywhere on Orestes and I feel like I am one of them, cocooned in a hammock behind layers of netting and hanging between two trees. My head feels wooly, numb, and for a moment I just lie in my nest, feeling safe, secure, weightless. Then I grimace as I remember where I actually am and how I got here.

I try to sit up, too fast, and the pain in my shoulder makes me hiss. I am still wearing the same clothes I have worn since Central Station was first attacked, but one sleeve of my overall is gone now and there is a fresh looking dressing on my shoulder. I gently prod the canula needle I find taped into my hand.

When we arrived here last night, me and Kilo and the man who had rescued us from Central, it was too dark to see much of the landscape and I was practically delirious from pain and exhaustion. My father would have laughed to see me so bone-tired. We had rushed from the offices in Central onto a small flyer. I remember Kilo strapping me into a bucket seat and then

Corporation Marine, by Boris Samec

pulling some meds from a stack of boxes strapped down in the middle of the machine's hold. I think... Yes, Kilo made me swallow some pills and then there was a pain in my arm, and then - it all went dark. I remember hearing the engines screech and roar as we zipped across the roofs of Central and a lot of rattling, but not much more.

Now I can see the camp is in a small clearing amongst tall trees. Their trunks are taller than

the biggest stalactites on Ostin and the canopy of leaves almost completely blocks out the sky. It feels like I'm underground again, safe, in the deep dark mines of my homeworld, not hiding in a jungle on a world full of death. I wish my father was here.

There is another hammock like mine strung up from other trees and a small fire burns nearby. A few crates, some open, most sealed shut, are stacked up to one side. Two trails lead off into the jungle, one on each side of the camp. Kilo is sitting on a box by the fire with his back to me. I

Corporation Enforcers, by Paul M.

Marauder Captain and Mawbeasts, by Grant Mahoney

manage to part-roll and part-slide out of my bed and, after a bit more struggling, find a way through the bug netting. I can see now Kilo is cleaning the parts of his disassembled rifle. He still has all his armor on, including his helmet. I wonder if he isn't hot in there.

My boots are just outside my protective web, each one up-ended atop long sticks that have been driven into the rich dark floor of the clearing. As I pull them on and fasten them up, Glanner Tass emerges from one of the trails. I remember him now. He had landed the flyer and then climbed out of the cockpit and into the hold with Kilo and me to introduce himself. I thought he was wearing some kind of mask. But I see now his lower jaw is a metallic prosthetic. Not a classy job, but the cheap kind you see on workers and loaders. He looks almost as human as I do. I remember I thought he was sneering at me last night when we landed here, then realized it was how he smiles.

Tass is carrying two large metal cans and I can hear water sloshing around inside them.

"Hey, you're up. Welcome back, ma'am." He sets the water down by the fire. "How are you feeling today?"

I shrug. "Not bad, I guess. Shoulder doesn't hurt so much. And please, don't call me ma'am. I'm

just a tech." I might have mumbled something to this effect last night. Maybe I only dreamed it. Tass still seems to think I am somebody important though. "Did you do this?" I take a seat on a vacant box next to Kilo and lift the corner of the dressing on my shoulder.

"That? No, that was all him." Tass nods at Kilo who says nothing but starts slotting pieces of his rifle back together. "Who'd have thought corporate security would be such good medics?"

I smile weakly. Tass thinks Kilo is from corporate. I think I know better. I think Kilo is part of some kind of corporate military, but some secret branch of it that only gets sent in when something goes really, really wrong. Like when monsters come. Whatever he is though, without him I would probably be dead by now, or worse. Yeah, it's true I arguably saved him first when his troop's deployment went so badly wrong back at the landing pads of course. But he has kept me alive since then, including apparently doing a passable job of treating my wound.

Tass has a deep, if not varied selection of EZ-meals and he mixes a few in a battered metal pot over the fire. Kilo refuses any when offered, saying he is 'adequately nutrified', but Tass and I eat and we talk about how we each came to be here, stranded in a jungle clearing on this Fifth Sphere planet, hiding from horrors.

Tass is the only survivor of his crew. He tells us seven of them landed at Central in a bulk lifter a few weeks ago, looking for freelance work ferrying supplies and personnel in their little flyer around sites on the equator. Orestes was only acquired two decades ago, standard time, but there are already dozens of sites being dug, cut, and mined around the planet. A constant stream of gear and personnel would arrive at Central or one of the other major hubs before being ferried around the planet so it doesn't surprise me I haven't seen Tass before.

"We were at a dig site up north when 'they' came." Tass says. The fire has burned low and he pauses to put another log under the kettle he has now hung above it. "We'd been working it pretty hard, moving drilling kit and parts up there for a few days straight. So we figured we'd stay overnight and get some rest, then head

Corporation Marines, by Marcel Popik

back to Central for another load. Big mistake. Some of the crews were saying they'd heard strange noises coming from the jungle, but hey, it's the jungle, right? Everything's strange out there."

I nod in agreement. My world, Ostin, like a lot of Third Sphere worlds, hasn't seen any greenery larger than a recreational park or biolab space for centuries. What's the point? We get all the oxygen we need from fission plants. Real trees just take up space someone could live in or build a factory on. Orestes is almost entirely covered in green.

Deadzone Plague Dog, by Nicodemus Sanberg

"We'd heard murmurs about comms being down with some of the more remote sites all day," Tass continues, "but who knows with these things? Could be a downed transmitter, some atmospheric disturbance, hah, someone got wasted on stims and turned something off by accident and no one's even realized it yet. I've seen that sort of thing before. But when *they* came - well, I never seen anything like *that* before."

I have. I saw it at Central Station when we thought Berrick's expedition was coming back in. The doc went north with meds and personnel to help out with whatever had gone wrong at Site:733. Their trucks came back alright. But the things that were driving them...

"It was just an exploratory site, you know? Maybe five or six dozen personnel, plus us, and a couple of security guards. We never had a chance. McDonald, my boss, he went down first. Then Ryza. Then Percy. I don't know what happened to the rest. I... I waited as long as I could in the flyer, but then... I took off."

He stares into the fire, as do I. Remembering. I hid too when the killing started. There's no point denying it. If I had had access to a flyer, I would have taken off too.

"What were you doing in Central when you found us?" I look up in surprise. Kilo has finished cleaning his weapon and slotted it back together. It rests across his lap as he examines Tass with those inscrutable red lenses in his helmet.

"Looking for survivors. Supplies. A way off world. Anything really. I made this camp after my crew got holed and waited here for some

kind of rescue mission to come. But it's been what, four weeks at least now, right? And it's kinda scary out here on your own, you know?" I smile but I doubt that Kilo does know. "I've been to every major settlement within 700 miles of here. They're all gone."

"Gone?" I say, "What do you mean *gone*?"

"I mean they're all like Central. Wasted. Dead. Blown up. Completely holed. Some of them are burnt to the ground. Some look they've been hit by some kind of artillery. Most are full of those things. And not a single offworld flyer in any of them. Except the one in Central."

Kilo leans forward. "There is an offworld in Central?"

"Well, yeah. Its not a big one, not like any flyer I've seen before either, but it had heat shields and big boosters on the back. Definitely trans-atmospheric. Strange though. It was completely unmarked. No names, no numbers."

Forgefather Iron Ancestor, by Boris Samec

Marauder Hulk, by Grant Mahoney

I sigh. Tass is talking about the ship Kilo arrived on. The one he and his troop disembarked from just before they were cut to pieces by the station's defensive lasers and missile systems and ambushed by the things.

"I did a couple of passes at height over it. It didn't look too badly damaged, but those things were all over it. Looked like they were trying to get in."

"Then we must move fast." says Kilo.

"Move? Move where?" I say.

"Back to Central Station." Kilo replies. "We have to go back."

Tass snorts out some of the caff he has brewed on the fire. "Are you kidding me? For what? No way, man, I say we wait here. Someone will come, right? I mean, they sent you, so someone else will come, right? When you don't report back in, I mean?"

Kilo doesn't answer straight away, but he puts down his rifle and pulls his seat closer to the fire.

"No. There will be no other 'rescue' team. My team were it. After us there is - nothing."

Tass is incredulous. "What? That's crazy! I mean, if corporate sent you and you don't call back in, they'll send someone else to get you, right?"

Kilo slowly shakes his head. "No. What you need to understand is this: my troops and I are, were, the most dangerous weapons the Corporation wields. If we don't come back, there is nothing else."

Tass looks confused, but I have figured it out. "He means there is nothing else the Corporation *can* do if Kilo and his buddies can't fix it. So what *do* they do if you don't come back?"

"In approximately two days a containment protocol will go into effect."

"What's that, a quarantine?" I ask.

"In a way. The creatures we have been fighting are known as the Plague. They live only to infect new hosts and eradicate competitor organisms. They do this extremely well. To prevent this

happening, to stop the Plague on Orestes spreading to other systems, all travel to and from this world will be forbidden and halted. No starships will be allowed within slide distance. Any contravening ships will be terminated with prejudice. McKinley drive navigation system reference to Orestes and neighboring planets will be expunged from the records. No one will be allowed to approach or travel to or from this world or anywhere near it or even see it appear on their bridge monitors until it is established there are no functioning Plague organisms present. This world will be the centre of a deadzone in space. ”

“But... for how long?” Tass asks.

“On a planet with a biomass like this,” Kilo looks directly at Tass, “I would estimate containment will last for no less than one hundred standard years.”

A Plague Generation 2 gets the drop on some Corporation Enforcers, by Paul M.

It’s like Kilo has sucked all the oxygen out of the little camp. I could swear the fire burns just a bit lower and I start to feel slightly dizzy.

“Are you saying we are going to be trapped in a hole in space with plague monsters that want to eat us for no less than a hundred years?”

“That is correct.” he replies. “Unless we leave soon, on my ship, and before the Containment Protocol comes into effect.”

We sit there in silence then, Tass and I both staring into the embers of the fire, wondering how, in the name of all that is sacred, we are supposed to go back to Central and retrieve Kilo’s ship from the horde of Plague creatures that have infested the station.

Then Kilo does something completely unexpected, something that changes the whole tone of our little conference. He undoes the seals on his helmet and removes the faceplate.

“We can do this,” he says, in a human voice, un-modulated by helmet speakers, “I can save us all, but only if we go together.”▪

Save The Cheerleader, Save Your Jobs

By J.P. Peletis

Vanessa Vongraft, cheerleader for Zlurpcor Zealots Dreadball team, and daughter of the current Zlurpcor Intergalactic President is missing. Corporation reports indicate she was captured and taken to recently declared Deadzone, Planet X-7.

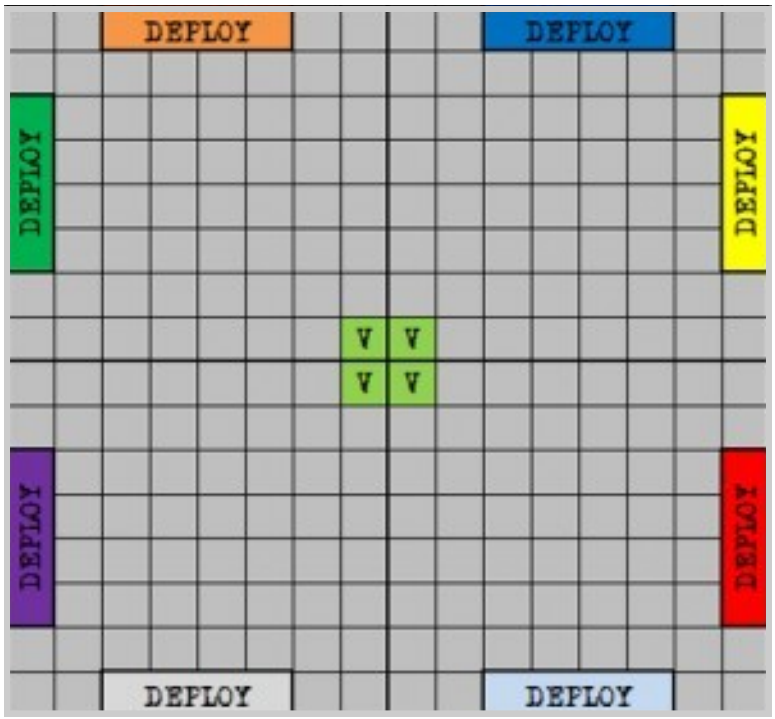
In reality, she hijacked the Zlurpmaxx Promotional Vehicle, bribed some Rebs to fly her to X-7, where a known gang of half Orx/half Human co-conspirators are working on a plan destroy Zlurpcor Intergalactic from the inside.
Mr. Vongraft sent two Strike Teams of Enforcers to rescue Vanessa, with the assumption she actually wants to be rescued! As a backup plan, he also hired 2 mercenary Marauder gangs to attempt this mission as well.

VICTORY CONDITIONS – Mission cards will not be used. Instead, a Strike Team of:

- ENFORCERS win if they escort Vanessa off from their own deployment area
- MARAUDERS win if they escort Vanessa off from their own deployment area
- REBS win if Vanessa is escorted to 1 of 2 "Safe Zones"
- PLAGUE wins if Vanessa dies in any way

SETUP – Game is played on 4 2×2 mats (16×16 cubes) with each Strike Team rolling off to choose deployment area as indicated in diagram below. Two Safe Zone cubes are determined by D16 rolls (reroll if in any deployment zone). Two groups of 3 Humorx setup with one Vanessa counter in the center of the board over two 2×1 cubes. Roll off for first turn then play continues clockwise.

The rest of the scenario special rules can be found here: http://zlurpcast.com/ZNL/SaveTheCheerleader.pdf



Deployment Zones

SUMMARY - The Humorx along with Vanessa rolled in with the Zlurpmaxx Promotional vehicle. She informed them that the capitol of Planet X-7 had some valuable intel about what Zlurpcor Intergalactic, notably her father, is planning for the Corporation.

They weren't ready for this.

From every corner it appeared a Strike Team was going to close in on them. In the northern sector of the capital, two elite teams of Enforcers were hired to not only save the girl, but earn that valuable sponsorship from the quite prosperous Zlurpcor Intergalactic corporation. From the east, it was a team of Rebs who actually had a prior history with Vanessa and hopes to convince her to turn this intel over to them for the upcoming war. Also from that side, the Crazy 8's – a legendary Marauder team who is always paid handsomely to get the job done, trustworthiness aside. Off from the west, we saw the same combination. Another motley crew of Orx that just may attack every other faction before even thinking about Vanessa, and another Rebs unit that due to the off-putting nature of their uncouth Grogans, is more of the "shoot first, ask questions later" mentality. However, the real threat came from the southern sector, where two warbands of strangely perceptive Stage 3 infected Plague were looming. At one glance they were marching, and another they were moving at an inhuman pace. It was impossible for the others to predict their next course of action.

As expected, the fearless Marauders made their first attempts to take out what they believe is a terrorist group, the Humorx. The Crazy 8's sent out their two best, B.A. and Thunder, clad in Ripper suits to scout out the central area of the capital. On the other side, to no one's surprise, the other Orx had taken a bit of a detour quickly, attacking both the Enforcers and

Rebs. Apparently they wanted to play the odds of eliminating the competition first!

As the Enforcers took their positions on the perimeter, both Rebs factions gather to plan their next move and how to deal with not one, or two, but more threats than they can possibly handle in a pure firefight. Brains before brawn is their plan, but only the body count when it's all over will determine their success.

Before another breath is taken, Stage 3D are seen sprinting directly toward the Humorx. Vanessa commands them to ready their weapons just as overwatching Enforcers have the same plan. Somehow, the dogs evade the bullets in the terrain and as they get with a few meters of the Humorx, they look at each other in the eyes and instead start clawing at each other. It's quite difficult to instill a plan within a plague infected feral animal such as this!

In the northwest sector, the Enforcers and Marauders are busy giving everything they've got to just survive against each other. A past history between these two particular Strike Teams seems evident by the way they were fervently attacking. When the smoke cleared, it was only the bloodthirsty Marauders in their militant grey

uniforms standing — ready to take their next steps, but would it be towards the objective, or the next-closest victim?

Slowly the Humorx began to fall. Stray bullets from all directions filled the air. Frag grenades were launching them into further unsafe areas for them to be finished in close-quarters. Their will was strong, but without much armor, the mutated half-human half-orx warriors knew this would be their end.

This left only Vanessa inside the rendezvous point alone, and plotting her next move. Time marched on, and one by one, a courageous soul would dash toward her only to be taken down by nearby gunfire from Enforcers and Rebs. They were in this mission for the long haul, expecting a war of attrition. Soon however, the blue-skinned, but surprisingly intelligent, Stage 1As from the Plagues of Babylon started to catch on. Their mortars lie in wait for Vanessa to be exposed, knowing it was their best chance to take her out.

A plan however, was piecing itself together. One daring Rebs commander provided cover fire for a steadfast Teraton to covertly teleport from cover to cover and finally meet Vanessa face to face. She fought to stay in the corner, but realizing

this was her only ticket out, she begrudgingly agreed to stick with the scaled alien as they headed to a nearby Rebs safe house.

The safe house provided temporary protection until a fleet of Yndij pathfinders start to surround the remaining opposing factions. Vanessa was “saved” (for now), and the Rebs made major progress for the upcoming unavoidable war with the Corporation.▪

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